

## JOB SHEET 2-4-12 COMMUNICATION LINE STATUS

### INTRODUCTION

When there is a data transfer problem (either sending or receiving data), the Communication Line Status Menu may provide a clue as to what is wrong. All lines connected to the PUP are listed along with their current status. Any change in the status of a comline is reflected here. In addition, any modification performed to alter the status of a particular line can and should be verified by displaying this screen.

Remember this screen contains the communication status at the time of display. That is, even if the status changes the screen does not update. To update the display, either press "F4" and press RETURN or retype the command and press RETURN.

### OBJECTIVE

Determine the status of each of the PUP's communication lines.

### REFERENCES

NWS EHB 6-531-1, USER'S GUIDE: PUP/RPGOP, Section 8.1.9

### PROCEDURE

- 1 From the Main Menu, type **S** and press **RETURN**.
  - This command displays the Status Menu.
2. Type **C** and press **RETURN**.
  - The (C)ommunication Lines Status screen is displayed. Notice that this is an **information screen** and cannot be edited.

1

MAIN MENU	
COMMAND: <u>S</u>	
FEEDBACK:	
Enter command and press return. For assistance, press the HELP button (F5).	
(C)ONTROL	
<u>(S)TATUS</u>	
(D)ISPLAY	
(R)OUTINE PRODUCT SET	
(G)EN AND DISTRIBUTE PRODUCTS	
(T)IME LAPSE	
(A)RCHIVE	
(U)SER FUNCTION	
(A)DAPTATION DATA	
(M)ONITOR PERFORMANCE	
(H)ELP	
UNACKNOWLEDGED ALERTS	ALPHA PRODUCT QUEUE INDICATOR
ACKNOWLEDGED ALERTS	RPG PRODUCT REQUEST STATUS
SYSTEM STATUS	

2

STATUS MENU	
COMMAND: <u>S,C</u>	
FEEDBACK:	
Enter command.	
(N)EXRAD UNIT	
<u>(C)OMMUNICATIONS</u>	
(T)YPES OF PRODUCTS AVAILABLE IN PUP DATABASE	
(P)RODUCTS IN PUP DATABASE, <prod-id#>	
	(D)ISPLAY, <LINE #>, <scr-quad> *
	(DEL)ETE, <LINE #> *
(E)ARLIEST TIME IN THE DATABASE	
(R)PG PRODUCTS AVAILABLE,	(D)ISPLAY LAST
	(R)EQUEST NEW
(S)YSTEM	
(A)RCHIVE	
(B)ACKGROUND MAP FILES	
(A)LERTS	
(CA)NCEL ALERT, <LINE #> *	
	(A)LL *
* Footnote: List must be on display before entering command.	

Note the following information:

3. a. This screen displays a list of all communication lines. A brief description of each line and its use are also given. Note which line number corresponds to your dedicated line (Assoc. RPG) and which one corresponds to your dial-out line (Non-as. RPG).
- b. The most recent status change performed or received on each line is listed in the column entitled "Last Status Message Reported."

**NOTE -** A line must be both Enabled and Connected for data transmission to be complete. When a "Connect Line" command is given, the line is designated as "Enabled." Its status automatically changes to "Connected" when the actual connection is made and data is flowing. Conversely, when the "Disconnect" command is given, the line immediately shows up as "Disabled" and changes to "Disconnected" when the disconnect actually takes place. ***Remember . . . this is a static screen and status changes can only be viewed by reissuing the command.***

**END**

3

### COMMUNICATION LINE STATUS

COMMAND: S,  
 FEEDBACK: EXECUTED - S,C

<u>Line #</u>	<u>Description</u>	<u>Last status message reported</u>	<u>Status</u>	<u>RPG</u>
1. Z01R:	ASSOC. RPG	14/1239 LINE 1 CONNECTED TO KOUN	ENA CON	
2. XXXX:	UNUSED			
3. Z03R:	NON-AS. RPG	14/1142 LINE 3 ENABLED	ENA DSC	KFTW
4. XXXX:	UNUSED			
5. XXXX:	UNUSED			
6. XXXX:	UNUSED			
7. Z06R:	PUES	14/1157 PUES LINE DISCONNECTED	ENA DSC	
8. Z07R:	OTHER USERS	14/1202 OTHER USER LINE CONNECTED	ENA CON	

Operator Selected	ENA	- Enabled	Hardware	CON	- Connected
Status:		(Req. Connect)	Status:	DSC	- Disconnected
	DSA	- Disabled	CP		- Connect Pending
		(Req. Disconnect)		DP	- Disconnect Pending
				FLD	- Failed